IN THE CLAIMS:

Please amend claim 13, and add new claims 40-43, as follows:

Claims 1-4.   (Canceled).

5.   (Previously Presented) The method of classifying a user's input according to claim 38, wherein, if said input satisfies said first move threshold, the input is classified as a stroke.

6.   (Previously Presented) The method of classifying a user's input according to claim 38, wherein, if said input does not satisfy said first move threshold and said input does not satisfy said time threshold, the input is classified as a tap.

7.   (Previously Presented) The method of classifying a user's input according to claim 38, wherein, if said input does not satisfy said time threshold and said input does not satisfy said second move threshold, said input is classified as a hold.

8.   (Previously Presented) The method of classifying a user's input according to claim 38, wherein, if said input does not satisfy said time threshold and said input satisfies said second move threshold, said input is classified as a hold and drag.

Claims 9-12   (Canceled).

13.   (Currently Amended)   A method of implementing a tap input to a computer comprising the steps of:

determining whether a location of said tap includes ~~wet~~ ink _that was recently added_; and

responsive to the step of determining, adding a dot of ink.

14.   (Previously Presented)   The method of classifying a user's input according to claim 7, further comprising the step of:

simulating a right mouse click responsive to said input being classified as a hold.

15.   (Previously Presented)   The method of classifying a user's input according to claim 8, further comprising the step of:

dragging a selected object responsive to said input being classified as a hold and drag.

Claims 16-27. (Canceled).

28. (Previously Presented) A method for classifying a user input to a digitizer, comprising steps of:

receiving the user input by the digitizer;

classifying the user input as a stroke if the user input satisfies a first move threshold;

classifying the user input as a tap if the user input fails to satisfy both the first move threshold and a time threshold;

classifying the user input as a hold if the user input satisfies the time threshold but fails to satisfy both the first move threshold and a second move threshold different from the first move threshold; and

classifying the user input as a hold and drag if the user input satisfies both the time threshold and the second move threshold but fails to satisfy the first move threshold.

29. (Previously Presented) The method of claim 28, further including steps of:

responsive to the user input being classified as a stroke, determining whether an object associated with the stroke is draggable;

responsive to the object being draggable, determining whether the user input satisfies a drag threshold; and

responsive to the object is not being draggable, determining whether the object is inkable.

30. (Previously Presented) The method of claim 29, wherein the drag threshold includes a speed threshold.

31. (Canceled).

32. (Previously Presented) A method for classifying a user input to a digitizer, comprising steps of:

receiving the user input by the digitizer;

first determining whether the user input moves at least a first distance;

second determining whether the user input ends before a certain amount of time; and

responsive to the user input failing to move at least the first distance within the certain amount of time and failing to end before the certain amount of time, third determining whether the user input moves at least a second distance larger than the first distance.

33. (Previously Presented) The method of claim 32, wherein the user input is caused by a stylus contacting the digitizer, and the user input ends when the stylus no longer contacts the digitizer.

34. (Previously Presented) The method of claim 32, further including steps of:

responsive to the user input moving at least the first distance as determined by the step of first determining, classifying the user input as a first type of input;

responsive to the user input ending before the certain amount of time as determined by the step of second determining, classifying the user input as a second type of input different from the first type of input; and

responsive to an outcome of the step of third determining, classifying the user input as either a third type of input different from the first and second types of input or a fourth type of input different from the first, second, and third types of input.

35. (Previously Presented) The method of claim 32, further including a step of, responsive to the user input moving at least the first distance as determined by the step of first determining, fourth determining whether the input begins on a draggable object.

36. (Previously Presented) The method of claim 35, further including a step of, responsive to the user input beginning on a draggable object as determined by the step of fourth determining, fifth determining whether the user input satisfies a drag threshold.

37. (Previously Presented) The method of claim 35, further including a step of, responsive to the user input not beginning on a draggable object as determined by the

step of fourth determining, fifth determining whether the user input is in an inkable

location.

38.   (Previously Presented)   A method for classifying a user's input to a

computer comprising the steps of:

receiving a user's input; and

first determining whether the input is a stroke based on a first move

threshold;

if the input is not a stroke, then second determining whether the input is a

tap based on a time threshold;

if the input is neither a stroke nor a tap, then third determining whether the

stroke is a hold or a hold and drag.

39.   (Previously Presented)   The method of claim 38, wherein the step of third

determining includes determining whether the stroke is a hold or a hold and drag based on

a second move threshold larger than the first move threshold.

40.   (New)   The method of claim 13, wherein ink is recently added only if it

was added less than one second ago.

41.   (New) The method of claim 40, wherein ink is recently added only if it was added less than half a second ago.

42.   (New) A method for implementing a tap input to a computer, comprising steps of:

determining whether ink was recently added;

responsive to determining that ink was recently added, adding ink at a location of the tap.

43.   (New) The method of claim 42, further including a step of, responsive to determining that the ink was not recently added, determining whether the tap is over a selectable object.